METAL GEAR

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URGENT: Use this map to infiltrate Outer Heaven.

You'll need specific cards to open each of eight special doors you encounter. After you've passed through each door, accumulate the ammo, equipment and clues you find. Use each wisely, and be careful, as you'll experience many obstacles throughout your mission.

Diagram of Symbols

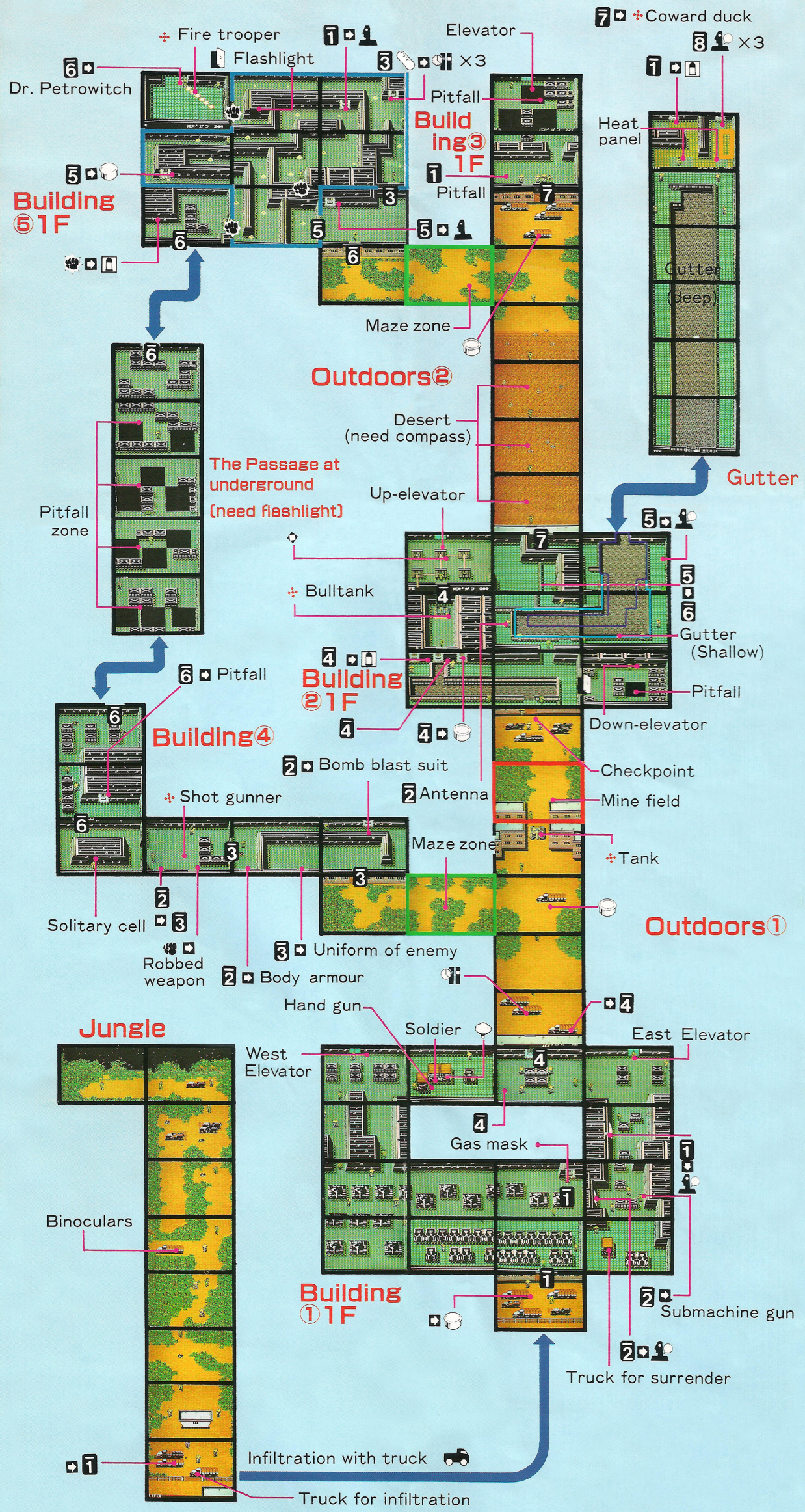
The danger zones	
Heat panel	
Electric Current Switch Man	✖
Maze zone	
Shallow gutter	
Deep gutter (need of an oxygen tank)	
Infrared sensor	
Movable infrared sensor	
poison gas zone	
Pitfall	■
Mine field	

The doors	
Open by card ※The number is card's number	1
Open by punch	
Open by Iron Glove	
unlocked door	

The Prisoner	
With information	
Without information	

The limited supplies	
Ammunition	
Rations	
Mine	
Plastic explosive	

Miscellaneous	
Boss	
Roller of metal	
Laser camera	



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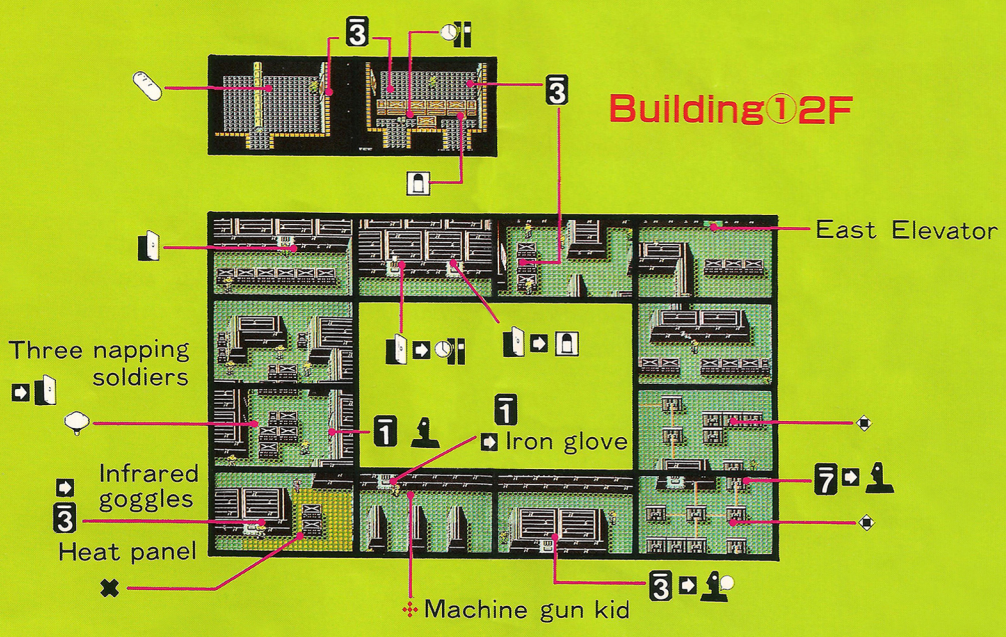
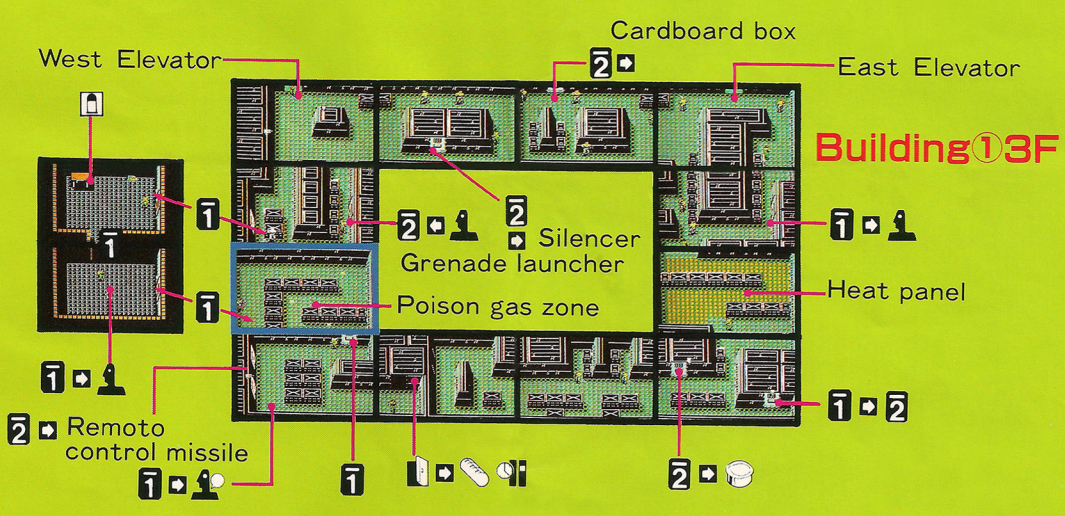
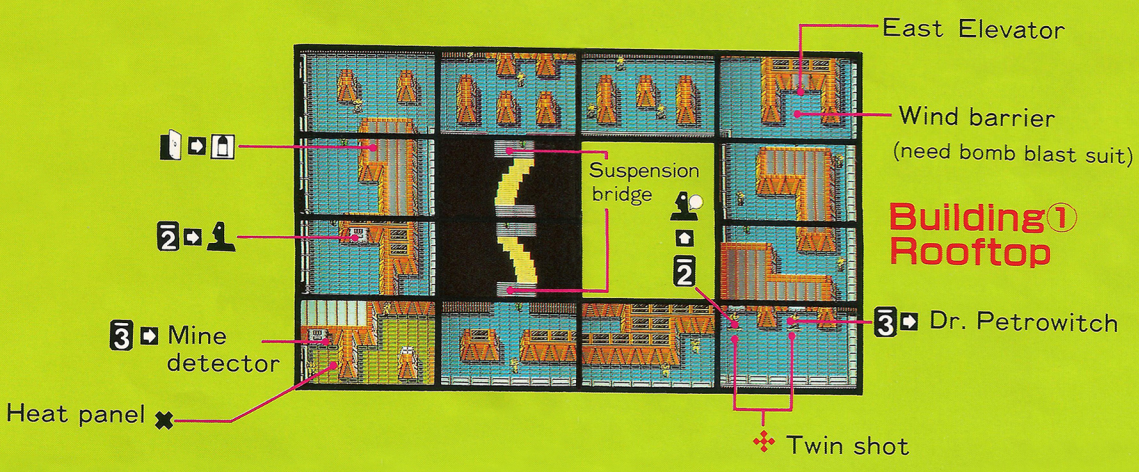
Building①2F



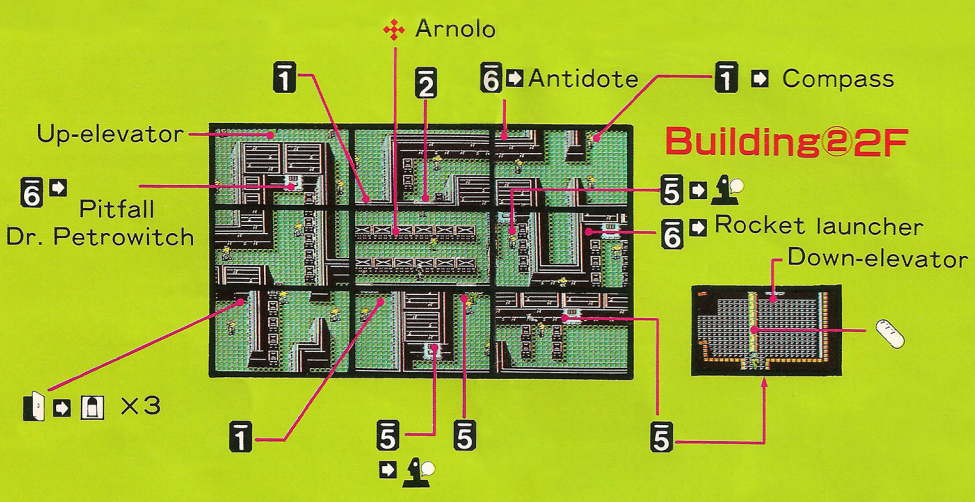
Building①3F



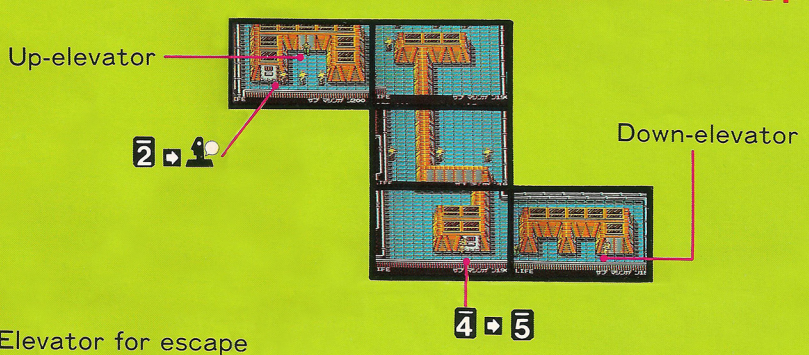
Building① Rooftop



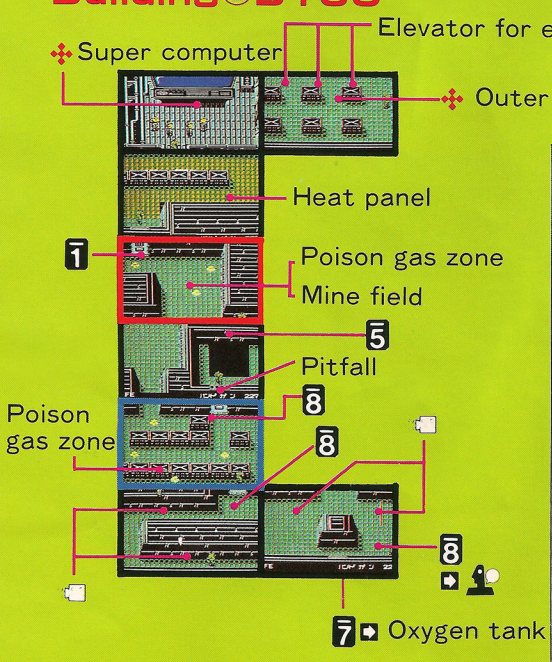
Building②2F



Building②Rooftop



Building③B100



HOW TO DESTROY THE ENEMY.

A view of table Stamina is strength to attack. For example, a tank is destroyed by eleven mines. ○ is the most suitable weapon for every enemy. Zero means that a weapon has no effect.

Name	Stamina	Weapon effect						
		Hand gun	Machine gun	Gre-nado	Rocket launcher	Remote control missile	Plastic explosive	Mine
Machinegun kid	20	2	2	○5	10	○5	5	5
Twin shot	50	0	0	○5	0	0	0	0
Shot gunner	20	2	○2	5	10	5	5	5
Tank	55	0	0	0	0	0	0	○5
Bulltank	40	0	0	○5	0	0	0	0
Arnold	40	0	0	0	○10	0	0	0
Fire Trooper	30	2	○2	5	10	5	5	5
Coward duck	20	○2	2	5	10	5	5	5
Super Computer	80	0	0	0	0	0	○5	0
Outer heaven	100	0	0	0	○10	0	0	0

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